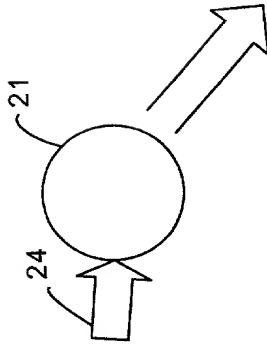


FIG. 1



20

WIDGET PROPERTIES

| | |
|--------------|------------|
| Display Text | Size |
| A | X-Axis 80 |
| | Y-Axis 100 |
| | Mass 5.75 |

Color

- White
- Black
- Blue
- Red

Shape

-
-
-

Apply Cancel

FIG.2

FIG. 3A

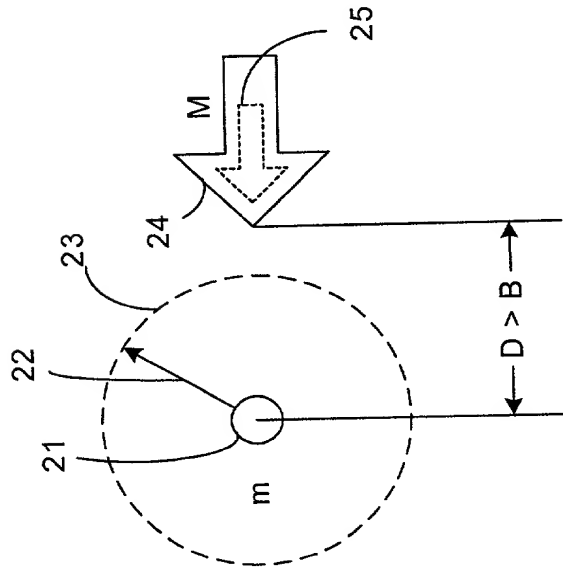


FIG. 3B

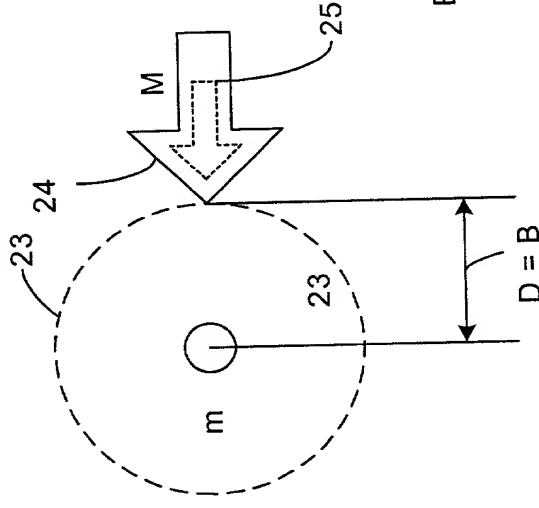
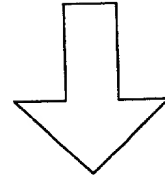
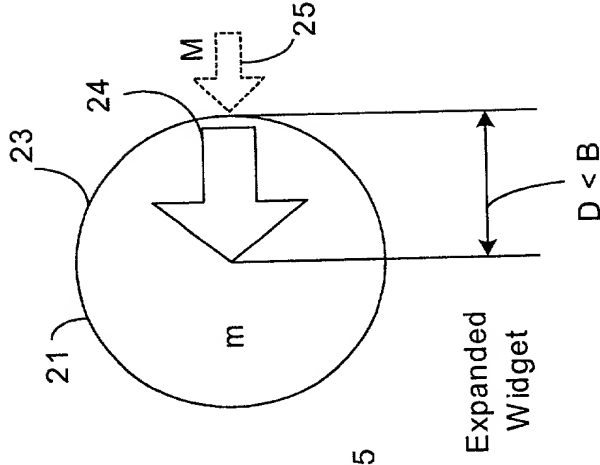


FIG. 3C



= DISPLAYED
SELECTION POINTER
(VIRTUAL POINTER)



= REAL PHYSICAL SELECTION
POINTER POSITION
(REAL POINTER)

FIG. 4

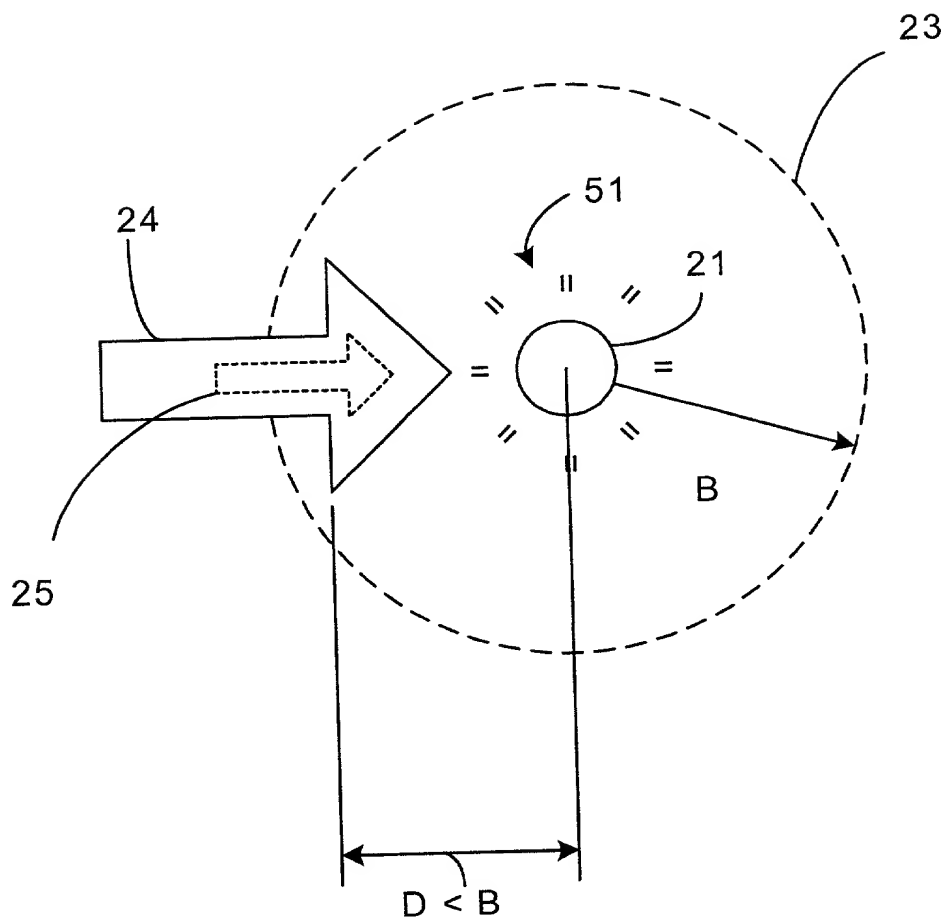
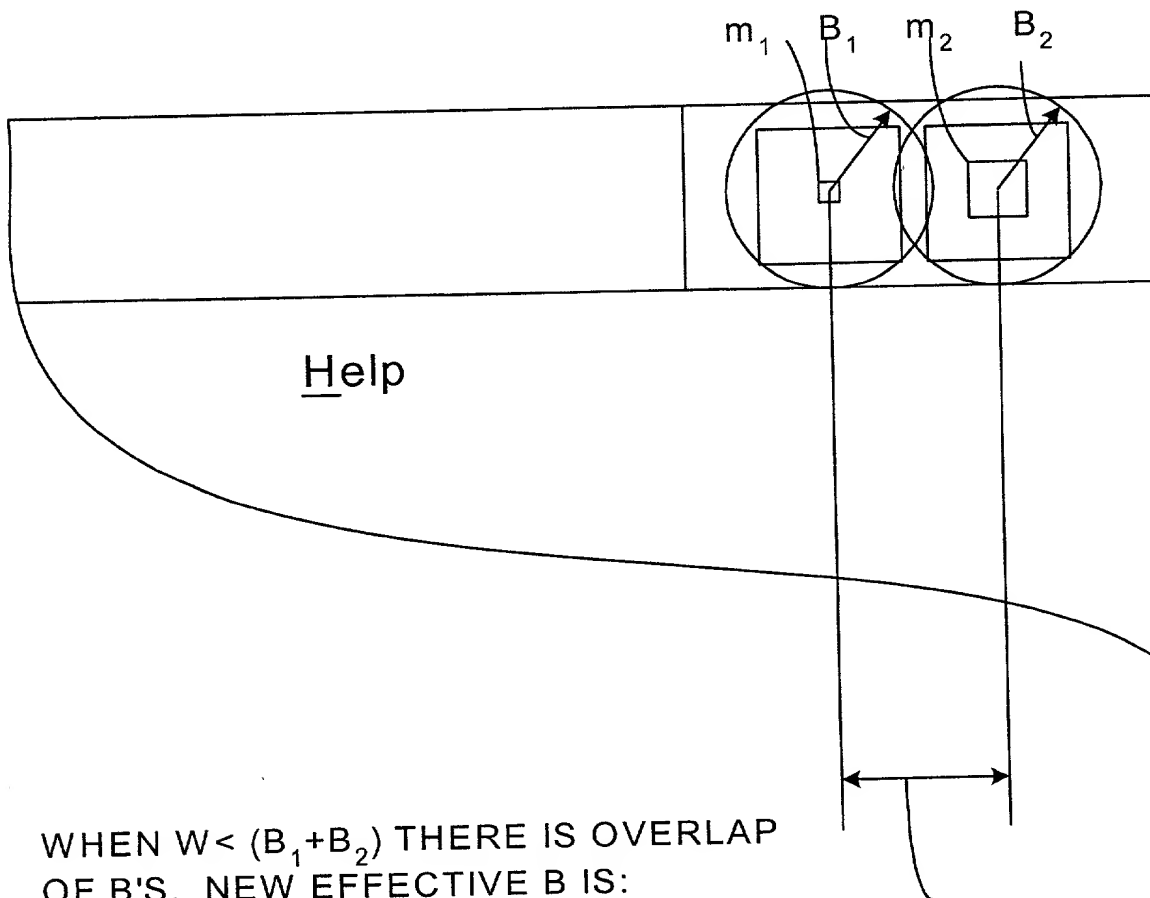


FIG. 5



WHEN $W < (B_1 + B_2)$ THERE IS OVERLAP OF B'S. NEW EFFECTIVE B IS:

$$B = \frac{x \sqrt{\frac{m_2}{m_1}}}{1 + \sqrt{\frac{m_2}{m_1}}}$$

WHERE $W \leq x \leq (B_1 + B_2)$

FIG. 6A

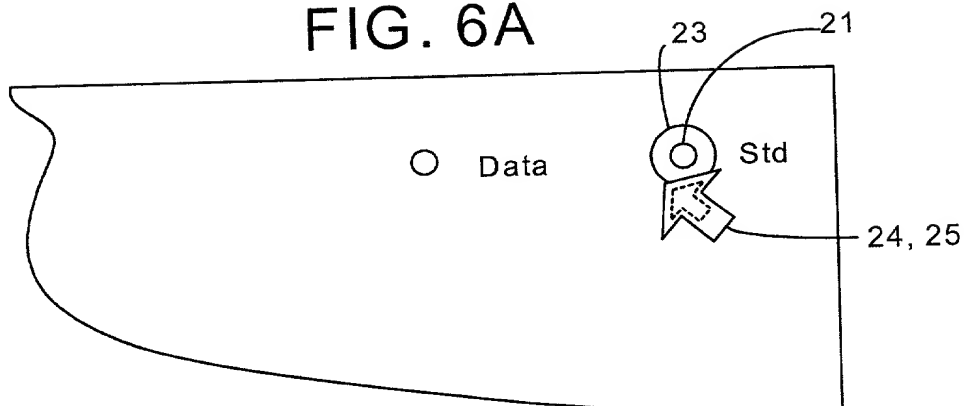


FIG. 6B

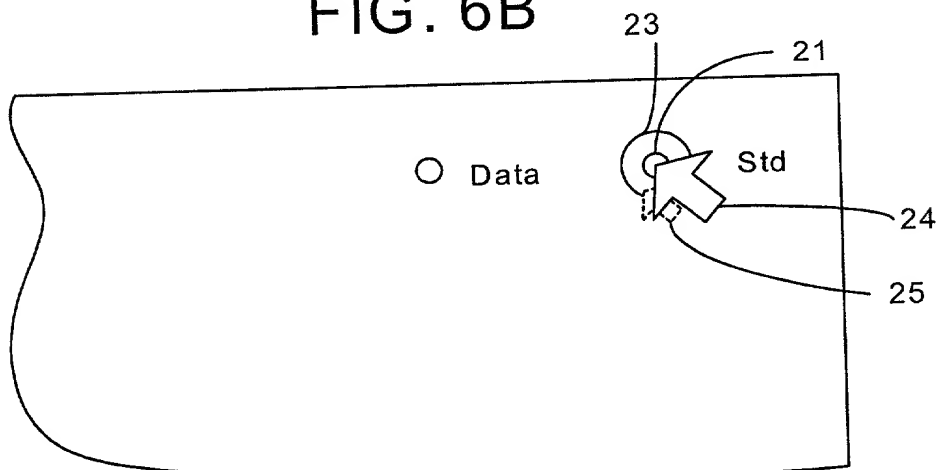
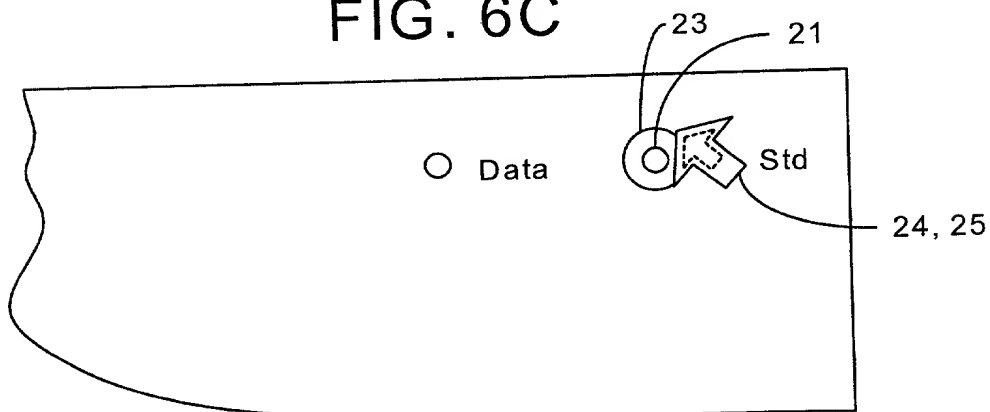


FIG. 6C



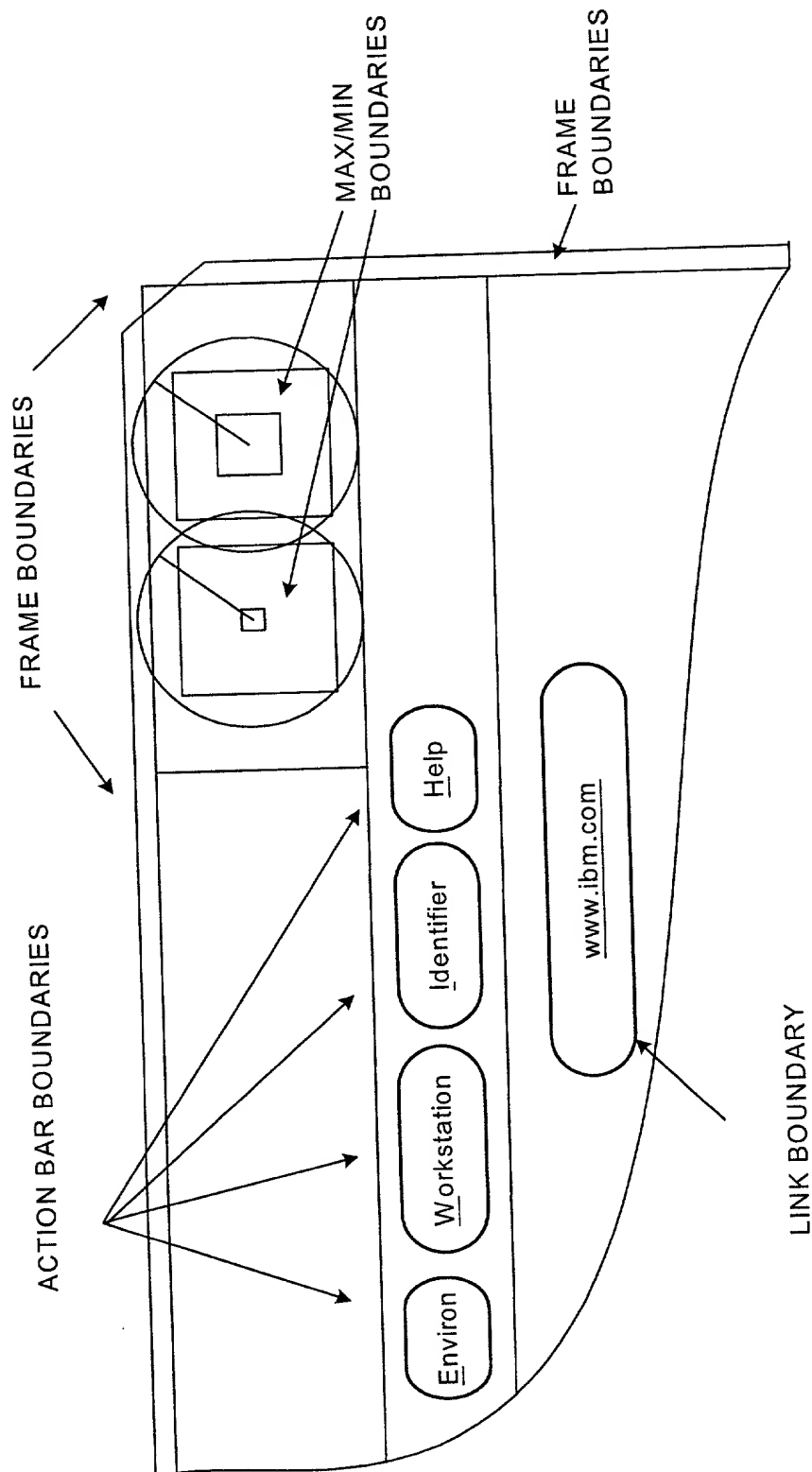


FIG. 7

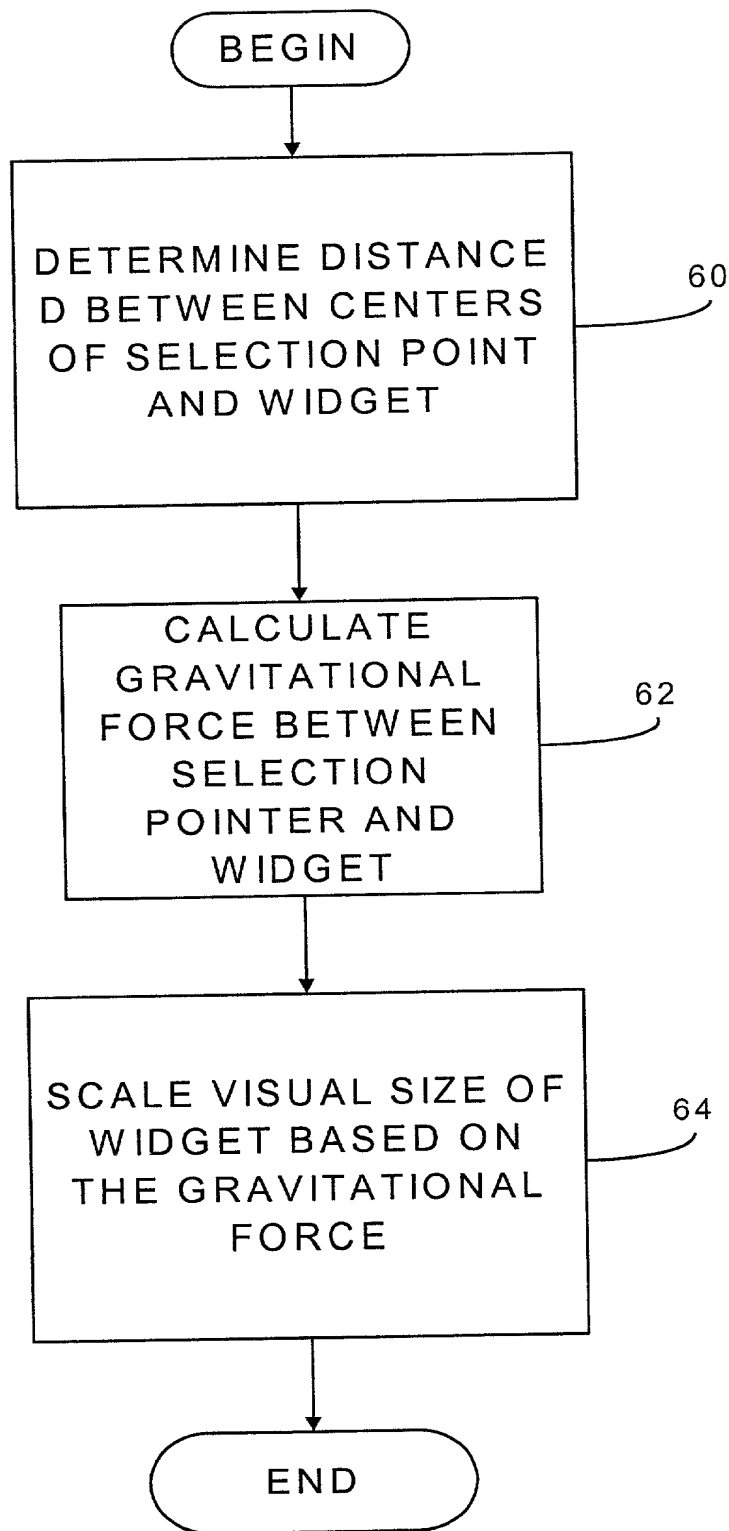


FIG. 8

FIG. 9 is a schematic diagram of a system 100 for determining a position of a pointer 74 relative to a set of objects 76, 78, 80. The system 100 includes a processor 102 and a memory 104. The processor 102 is configured to receive data from the pointer 74 and the objects 76, 78, 80, and to calculate a position of the pointer 74 relative to the objects 76, 78, 80. The memory 104 stores data received from the pointer 74 and the objects 76, 78, 80, and data calculated by the processor 102.

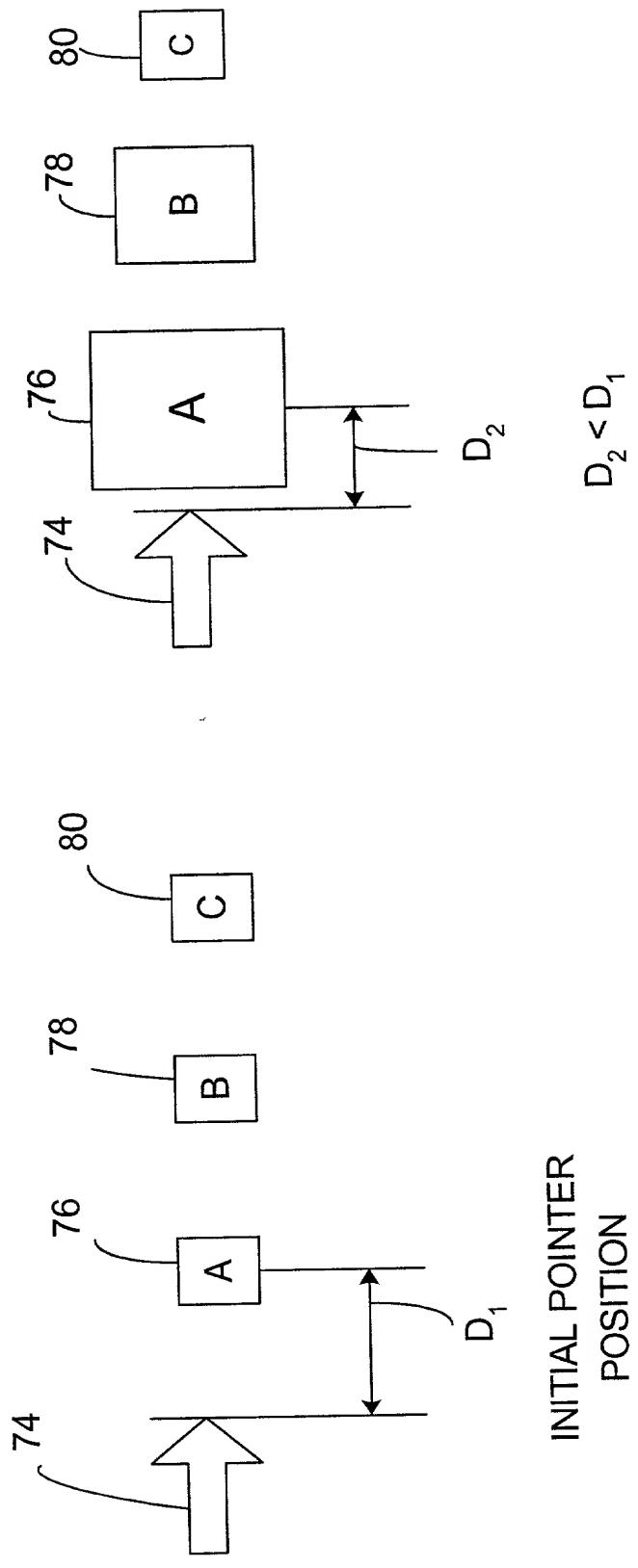


FIG. 9

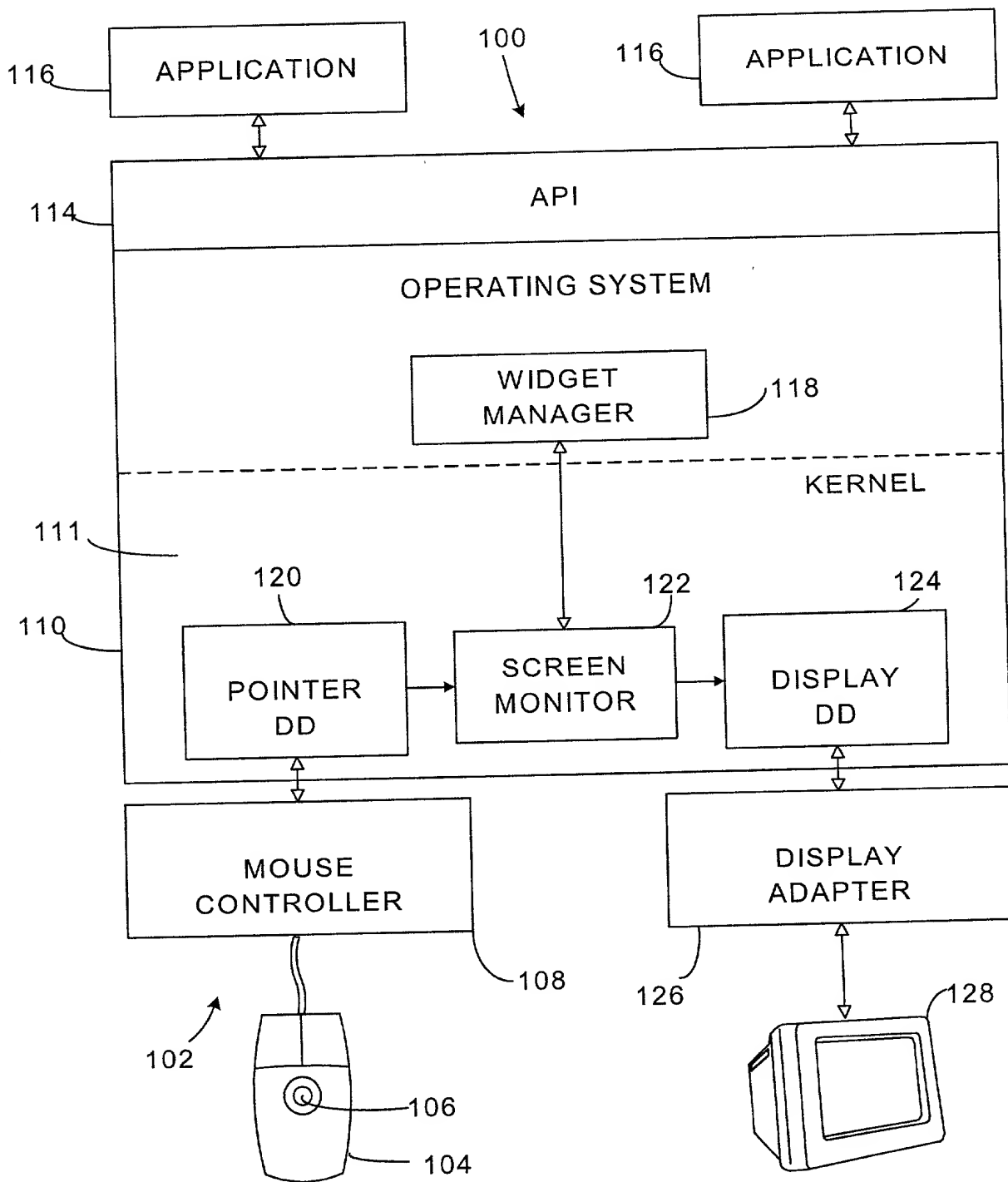


FIG. 10